

A Zero Is A Zero Is A Zero

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The book "All About Modules" is organized around Setups, Zeros and Getouts that involve Zero Squares (ZS), Zero Boxes (ZB) and Zero Lines (ZL). As you examine the Modules in the various appendixes at the end of the book and other sources for Modules, you will notice that other Formations and Arrangements occur within the Modules.

Examine the following ZB-ZB Module:

Swing Thru¹ ... Centers Run² ... Couple Circulate³ ... Wheel & Deal⁴ ... Pass to the Center⁵ ... Centers PassThru⁶

1) After the **Swing Thru**, the Formation is a Right Hand Ocean Wave, with the men in the center of the line. The Arrangement of the dancers has changed.

2) After the **Centers Run**, the Formation has changed to a Right Hand Two Faced line.

3) After **Couple Circulate**, the Formation is a Right Hand Two Faced Line.

4) After the **Wheel & Deal**, the Formation is an Eight Chain Thru Formation.

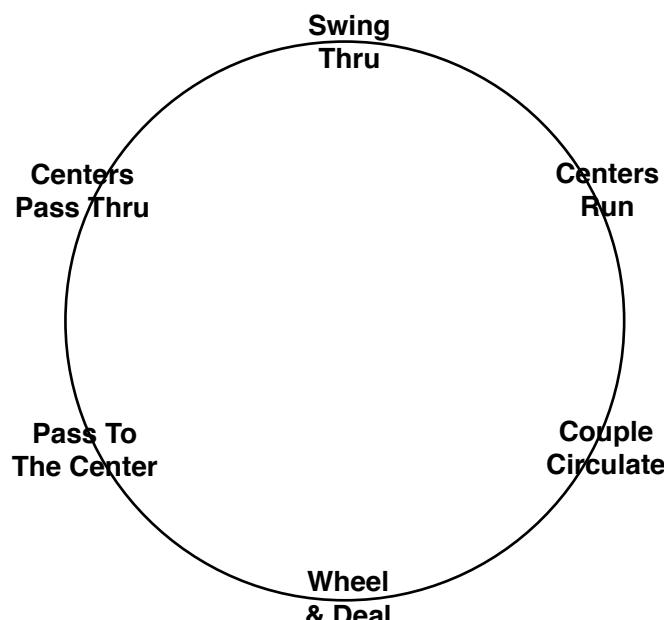
5) After the **Pass to the Center**, the Formation is a Double Pass Thru Formation.

6) After the **Centers Pass Thru**, the Formation is an Eight Chain Thru Formation.

The Module is a loop. The caller can start at any place in this loop and as long as the caller follows the string of six calls, the dancers will return to the same Fomation in the loop.

This is a very important piece of knowledge for a modular caller. It means that by memorizing the string of six calls, the caller really has six Modules at his/her disposal.

- Two Modules starting from an Eight Chain Thru Formation.
- Two Modules starting from Parallel Right Hand Two Faced Lines.
- One Module starting from a Double Pass Thru Formation.
- One Module starting from a Right Hand Ocean Wave with the men in the center.



Five of these Modules have normal couples. I.e. the lady on the man's right side.

The same five Modules keep the same pairs as partners.

The fact that every Zero Module is really a loop saves the caller a lot of memory work.